

**Atty. Dkt. No. 1-002 AMENDMENT**

Appl. No. 09/513,656  
PRELIMINARY Amendment dated March 14, 2006  
Pursuant to RCE

**Amendments to the Claims:**

This listing of claims will replace all prior versions of claims in the application:

**Listing of Claims:**

What is claimed is:

1. (Currently Amended) An amusement system comprising:  
a cartridge configured to store data representative of sound and to produce electrical signals representative of sound, where the cartridge includes memory, a processing system, programming executable by the processing system to produce electrical signals representative of sound from the data representative of sound, and at least one connector configured to releasably connect the cartridge to a player; and  
a player to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals, where the player is configured to receive the cartridge and to releasably connect to the at least one connector of the cartridge, where the player further includes a transducer to produce the sound vibrations, and where the player includes controls configured to trigger the cartridge to produce electrical signals representative of sound and to transmit those signals to the transducer to produce sound vibrations, ~~but where the player is devoid of cassette-tape electro-mechanical player devices and devoid of a processor to process the electrical signals received from the cartridge~~ where the player includes an electrical power storage or battery in the player configured to supply electrical power to the processing system in the cartridge when the cartridge is received by the player.
2. (Original) The amusement system of claim 1 where the cartridge is devoid of a transducer to produce sound vibrations from the signals representative of sound.
3. (Canceled).
4. (Original) The amusement system of claim 1 where the memory, processing system, and programming of the cartridge are contained on a single chip.

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5. (Original) The amusement system of claim 1 where the cartridge is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the cartridge is no more than 2 inches.
6. (Canceled).
7. (Previously Presented) The amusement system of claim 1 where the player includes a fob-like structure to allow the player to be clipped to clothing, clothing accessories, or other items.
8. (Previously Presented) The amusement system of claim 7 where the fob-like structure includes a loop to allow the player to be clipped to clothing, clothing accessories, or other items.
9. (Previously Presented) The amusement system of claim 1 where the cartridge includes a fob-like structure to allow the cartridge to be clipped to clothing, clothing accessories, or other items.
10. (Original) The amusement system of claim 1 where the cartridge includes a structure configured to attach the cartridge to clothing and clothing accessories.
11. (Previously Presented) The amusement system of claim 1 further comprising at least one other cartridge comprising a memory and a processing system, and where the player is configured to receive any one of the cartridges.
12. (Original) The amusement system of claim 1 where the cartridge includes a housing.

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13. (Previously Presented) The amusement system of claim 12 further comprising art on the housing relating to the data stored by the cartridge.
14. (Original) The amusement system of claim 12 where the housing has a side-to-side dimension of less than 1 inch.
15. (Original) The amusement system of claim 1 where the data representative of sound is data representative of music.
16. (Previously Presented) The amusement system of claim 1 where the transducer is at least one earphone.
17. (Original) The amusement system of claim 1 where the transducer is a speaker.
18. (Original) The amusement system of claim 1 where the transducer is configured for denta-mandibular sound transmission.
19. (Canceled).
20. (Original) The amusement system of claim 1 where the player is configured to include a figurine.
21. (Original) The amusement system of claim 1 where the player is configured as a toy.
22. (Original) The amusement system of claim 1 where the cartridge is configured to store data representative of images and to produce electrical signals representative of images, and where the player includes an output adapted to display images from the signals representative of images received from the cartridge.

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23. (Previously Presented) The amusement system of claim 1 where the system is configured to download signals representative of sound and to store the signals in the memory of the cartridge.
24. (Original) The amusement system of claim 1 where the system is configured to download analog signals representative of sound, to convert analog signals representative of sound to digital signals representative of sound, and to store the digital signals representative of sound in the memory of the cartridge.
25. (Original) The amusement system of claim 1 where the system is configured to download analog signals representative of sound from an audio jack.
26. (Canceled).
27. (Previously Presented) An amusement cartridge comprising:  
a printed circuit board;  
a processing system associated with the printed circuit board to produce electrical signals representative of sound from the data representative of sound;  
memory associated with the printed circuit board configured to store both data representative of sound and programming executable by the processing system to produce the electrical signals representative of sound from the data representative of sound;  
at least one connector configured to allow the cartridge to releasably connect to a player, the player being devoid of cassette tape electro-mechanical player devices and devoid of a processing system but adapted to receive electrical signals representative of sound from said processing system associated with the printed circuit board of the cartridge and to produce sound vibrations from the received signals where a transducer to produce the sound vibrations, a battery or other power supply, and controls to trigger the processing system are provided on the player separate from the amusement cartridge and

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coupled thereto via said at least one connector with the electrical signals representative of sound from the cartridge being coupled there through; and

a housing for the printed circuit board, processing system and memory.

28. (Original) The amusement cartridge of claim 27 where the processing system and memory comprise a single chip.

29. (Canceled).

30. (Canceled).

31. (Canceled).

32. (Canceled).

33. (Canceled).

34. (Canceled).

35. (Canceled).

36. (Canceled).

37. (Canceled).

38. (Previously Presented) A portable amusement system comprising:

a cartridge configured to store data representative of sound and to produce electrical signals representative of sound, where the cartridge includes memory, a processing system, programming executable by the processing system to produce

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electrical signals representative of sound from the data representative of sound, and at least one connector; and

a portable player to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals, where the player is configured to receive the cartridge and to releasably connect to the at least one connector of the cartridge, the portable player being devoid of a processor to process the electrical signals received from the cartridge and the portable player further comprising a battery or other power supply separate from the cartridge to power the processing system.

39. (Previously Presented) The amusement system of claim 38, the portable player comprising controls configured to trigger the cartridge to produce electrical signals representative of sound.

40. (Previously Presented) The amusement system of claim 38 where the portable player further comprises a transducer to produce sound vibrations.

41. (Previously Presented) The amusement system of claim 40, the portable player comprising controls configured to trigger the cartridge to produce electrical signals representative of sound and to transmit those signals to the transducer to produce sound vibrations.

42. (Previously Presented) The amusement system of claim 38 where the cartridge is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the cartridge is no more than 2 inches.

43. (Previously Presented) The amusement system of claim 38 where the player is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the player is no more than 3 inches.

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44. (Previously Presented) The amusement system of claim 38 where the player includes a fob-like structure to allow the player to be clipped to clothing, clothing accessories, or other items.
45. (Previously Presented) The amusement system of claim 38 where the cartridge includes a fob-like structure to allow the cartridge to be clipped to clothing, clothing accessories, or other items.
46. (Previously Presented) The amusement system of claim 38 where the cartridge includes a structure configured to attach the cartridge to clothing and clothing accessories.
47. (Previously Presented) The amusement system of claim 38 further comprising art on the housing relating to the data stored by the cartridge.

Please add new Claims 48, 49 and 50, as follows:

48. (New) An amusement cartridge for use in an amusement system, comprising:
- a printed circuit board;
  - a processing system associated with the printed circuit board to produce electrical signals representative of sound from the data representative of sound;
  - memory associated with the printed circuit board configured to store both data representative of sound and programming executable by the processing system to produce the electrical signals representative of sound from the data representative of sound;
  - at least one connector configured to allow the amusement cartridge to releasably connect to a player, the player being devoid of cassette tape electro-mechanical player devices and devoid of a processing system but adapted to receive electrical signals representative of sound from said processing system associated with the printed circuit

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board of the amusement cartridge and to produce sound vibrations from the received signals where a transducer to produce the sound vibrations and controls to trigger the processing system are provided on the player separate from the amusement cartridge and coupled thereto via said at least one connector with the electrical signals representative of sound from the cartridge being coupled there through, where the amusement cartridge is devoid of a battery or other electrical power source and where the player includes an electrical power storage or battery configured to supply electrical power to the processing system of the amusement cartridge when the amusement cartridge is received by the player; and

a housing for the printed circuit board, processing system and memory.

49. (New) An amusement system comprising:

a cartridge configured to store data representative of sound and to produce electrical signals representative of sound, where the cartridge includes memory, a processing system, programming executable by the processing system to produce electrical signals representative of sound from the data representative of sound, and at least one connector; and

a player to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals, where the player is configured to receive the cartridge and to releasably connect to the at least one connector of the cartridge, the player being devoid of a processor to process the electrical signals received from the cartridge and the player further comprising an electrical power storage or battery separate from the cartridge to power the processing system.

50. (New) An amusement system comprising:

a cartridge configured to store data representative of sound and to produce electrical signals representative of sound, where the cartridge includes memory, a processing system, programming executable by the processing system to produce electrical signals representative of sound from the data representative of sound, and at least one connector configured to releasably connect the cartridge to a player; and



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a player to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals, where the player is configured to receive the cartridge and to releasably connect to the at least one connector of the cartridge, where the player further includes a transducer to produce the sound vibrations, and where the player includes controls configured to trigger the cartridge to produce electrical signals representative of sound and to transmit those signals to the transducer to produce sound vibrations, but where the player is devoid of cassette tape electro-mechanical player devices and devoid of a processor to process the electrical signals received from the cartridge where the player includes a battery or other electrical power storage in the player configured to supply electrical power to the processing system in the cartridge when the cartridge is received by the player.